The Remnants

Issue # 6

Editorial by Dances with Emutants

By now GenCon 2004 is over, and for the first time in over 20 years I missed it! Of course I was all set up to go, and I even had events scheduled, most of which had sold out or were close to selling out when online event registration closed. My reason for not going was simple; I had lost my job earlier in the year and had yet to replace it.

That has changed, and we all move on. Things improved at this year's convention, or so I heard. Of course the WarEngine was there and represented well with LeXan showing off his version of SteamEngine, which used the newer steam powered resin walkers from ArmorCast. And of course Lt Farazon showed off his version of Stargate WarEngine. Both events seemed to be a hit and were well received by all in attendance.

So what is the state of WarEngine at this point? Pretty good I would say, the Yahoo WarEngine group has seen a recent spike in membership, and we have won over new players once again at this year's GenCon. More and more news goes through the online web magazine The Miniatures Page (TMP), which has more people talking about the game and the core rules. We have even seen a surge in play over in Europe with the recent Iron Dream Tournament that was run in France (see article this issue).

If you have the rules and have not played in a while, dust them off and give it a try again. The community that supports these rules is very helpful, and of course we are very passionate about it as we all know this to be the very best game/rules system in the world.

So what are you waiting for? Play on!

Dances
Editor

Inside this issue:

Iron Dream

By Sylvain

SETTING UP AN IRON DREAM TOURNAMENT

Rules: Shockforce 2nd ed, without any modifications (homegrown tweaks can of course be accepted if approved by all contestants).

Games: Two kinds of games can be played during an Iron Dream Tournament.
1) Major games - 2500pts suggested.
2) Minor games - 1000pts suggested.

Between each game, every contestant will be ranked according to his score using the rules of the Swiss round. The first matches will be determined by the points scored independently from the game results (e.g. painting & the various challenges the organizers will think fit). Or they can be randomized. The number of games and of players per game is up to the organizers to decide.

In the end, of course, whether you choose to play one-on-ones only, or toss in a few 3-4 player games, every contestant must play the same number of games.

Rules common to all IDT games:

- Duration: 6 turns.
- WYSIWYG: a model must represent what it is rules-wise.
- High casualties limit: when only 1/6th (rounded up) of the army's numbers are still on the tabletop. This doesn't mean the army must break or lose the game, but the opponent will receive a bonus.

Special rules depending on the scenario played:

- controlling a table quarter or an objective: control is granted to the player with the greatest number of points in the coveted area. To count the number of points, only consider the figures that are entirely in the zone, or within 3" of the objective.
- Victory Points: in the missions using them, an advantage of more than 200 points is a victory; 200pts and below is a draw.
- Standard deployment sequence
1) Roll 1d6 - the higher is the winner.
2) The winner chooses his deployment zone.
3) The winner deploys a unit.
4) The loser deploys a unit in the opposite deployment area. ; Both players deploy their units alternatively.
5) Roll another d6 for initiative.

Scoring Tournament Points

I) Game Results

Major games

For every major game played, players score a basic score of 5 points for a defeat, 10pts for a draw, 15pts for a victory, to which must be added or taken the following modifiers, depending on the situation at the end of the game.

Bringing your opponent below his high casualties limit: + 1

Annihilating your opponent or making him give up: +1pt (cumulate with the preceding bonus)

Having at least 2 valid units (characters, vehicles / monsters, or squads with more than 50% of their original numbers) in your opponent's deployment zone at the end of the game: +1pt

Losing less than half your total numbers.

Being reduced to less than 1/6th of your original numbers: -1pt

Being wiped out or giving up: -1pt (cumulate with the preceding penalty)

Having no valid unit outside your deployment zone at the end of the game: -1pt
Failing to destroy more than half your opponent's numbers: -1pt
Losing your most expensive figure: -1pt

Minor games

For every minor game played, players score 2 points for a defeat, 4pts for a draw, 8pts for a victory. No modifiers added.

II) Iron Dream Tournaments Challenges

An ancient competition attracting the world's greatest competitors, the Iron Dream Tournament is an every instant challenge that will not spare the nerves of the weak and the undeserving. Consequently, it is the organizers' duty to set up various challenges to test the skills of the IDT competitors. Those who will fulfill these conditions will get tournament points:
Being physically attractive: 5pts
Watching some stupid B-movie till the end: 3pts
Downing your glass of strong liquor in one: 1pt
Playing a silly army: 5pts
Playing an army painted by someone else: 5pts
Eating Cassoulet (or other funny local food) with your fingers: 3pts
Drinking shots, speaking rubbish, and insulting your opponent during the game: +1pt
Being the hero of the evening (for whatever reason): +1pt.

As explained later, the Iron Dream Tournament Challenges are part & parcel of the spirit of the competition, and mustn't be neglected, be it by the organizers or the competitors. It is recommended that they be nonsensical; those given here are just examples, feel free to adapt them to your own private jokes & local culture

We insist that those games be set in the world of Negromundheim (simply because it's both fun and be flexible enough to accept <u>any</u> kind of Force - remember it's WarEngine we're playing), and that the games be more or less loosely linked together.   When we say loosely, we mean loosely, however: all that's needed is a rough guideline vaguely resembling a campaign.

The reason why we suggest 2 sizes of games is because both players and organizers need some flexibility: we take it for granted that people coming to an IDT are there to have fun, not to play against the clock. It may therefore be convenient to play a short 1000pt game if you've just finished a 2500pt one and feel you won't have the time and / or the energy to play another one in a row.

Those smaller games may also be the occasion to toss in some variety and have fun with another army than those players use for "Major games". The actions of those secondary armies may be linked to the campaign by saying they're allied of the player's main force, or simply by cowering behind the theory of chaos (which is very convenient).

The Spirit of the Iron Dream Tournament

Rule #1 is the tournament mustn't be taken too seriously. By any participant.
Organize one when you just feel it's the right time and you can have your best gaming buddies and / or motivated strangers to participate, with a silly army if possible.
Rule #2 is you must have fun and "fraternize" as much as possible with the other participants; to that purpose, try to have everyone eating & sleeping at the same place, or spending as much time as possible together, which will allow you to organize your Iron Dream Tournament challenges, which definitely contribute to the spirit of the competition, by making the tournament points nearly irrelevant (try not to make them TOO irrelevant, though).
Rule #3 is the main tournament prize must be GLORY. That's the reason why all IDT organizers should see to it that there is a fluff or background behind the tournament. It can be real vague: saying that the winner of the Tournament will change the fate of Negromundheim, or his name will be written in letters of blood in the Negronomicon with those of the other eternal champions of the IDT is enough.
Rule # 4 is there must be such prize for everyone; try to make every game important for one reason or another, so that every winner can have his quarter of glory. If you have "material" prizes to give (minis and such) better have little prizes you can give everyone under a silly excuse (including the challenges; "Best Cassoulet eater" is a possibility, for example),

rather than concentrating the prizes on the top rankers.

Respecting all those rules should ensure a light atmosphere, good fun & glory to everyone.

The "ShockGrunt" Mod.

When people design army lists for WarEngine, they generally use "mods": army lists they design for a specific environment (fantasy, modern, WWII, Sci-fi, etc), which is the best way to create forces quickly and coherently.

I began to create my own mod based on my gaming experience and habits, which I called "ShockGrunt", after the Stargrunt II game by GZG. What particular with Stargrunt is that most armies are human (which implies you've got to make similar factions somehow different), but the universe is open to many alien races and scales, making it necessary to flatten the figures' characteristics a bit, so that anything can fit within the k1 / k5 scale. Including armor, big bugs and so on.

That was the kind of mod that was required to organize a Tournament in which any participant can bring anything, from the usual grunt platoon to the pack of growlers or the Gretchen horde.

As those demands are contradictory, I felt it was necessary to use the tweaks to their maximum, to use as many thrown dice as possible.

I first decided antipersonnel weapons shouldn't go further than 2 kept dice, so that massed attacks using only those weapons have less chances of doing any harm to the toughest units in the mod - as 4 would be the maximum number of kept dice. This would make "special weapons" (grenade launchers, plasma rifle, meltaguns, recoilless rifles etc) the least people could use to destroy DEF k5 nasties. Antipersonnel special weapons could be done by giving them AOE and/or extra thrown dice. The problem was some weapons have both anti-

personnel & anti-armor abilities (such as RPGs & missile launchers) and using a single profile would turn them into good all-arounders. I therefore went for simplicity and used the same system as in Warhammer 40k, creating a profile for anti-armor use, and one for anti-personnel use, thanks to the multi-profile tweak.

Finally, I chose to give most heavy weapons (not those classified as such by the rules, I mean SAWs, RPG etc) the "move or fire" tweak, unless they are gyro-mounted, on magnetic suspensors, or the wielder is wearing some sort of power armor.

With the above mentioned restrictions in mind, I decided to create 5 levels of training, which would correspond to the number of thrown dice used when attacking:
- Green: +0Kx
- Regular: +1Kx
- Veteran: +2Kx
- Elite: +3Kx
- Hero: +4Kx

This could be achieved by using Personal Tweaks (Sharpshooter) and Weapon Tweaks (piercing attack and highly accurate)

I also limited the number of thrown dice to x+4Kx ; so that whatever the weapon used and the quality of the figure carrying it, there wouldn't be too many points spent in tweaks - nor too many die rolled.

Here are a few examples:

	Green	Reg	Vet	Elite	+op 3l33+
Assault rifle - 24"	2k2	3k2	4k2	5k2	6k2
Boltgun - 18"	3k2	4k2	5k2	6k2	6k2
Plasmagun - 24" 2x Bu	4k2	5k2	6k2	6k2	6k2

As for the figures' profiles itself, I thought the reference had to be k2 (for k1 makes casualties real high), which left little possibilities.

So there goes the scale, roughly:
2k2 are human-like creatures
2k2 + ballsy are human-like creatures in body armor but little training (so they can't take the best of cover)
3k2 are humans in body armor
3k2 + ballsy are either human-like creatures in heavy armor but little training, or tough, careless creatures like Orks.
3k2 + tough are troopers in heavy armor
3k2 + tough + ballsy can be very tough aliens; Zykhees from Vor could fit here, for example.

The other idea was never to give troopers or elites a CR, so that officers & such are useful for other reasons than being killers. I decided on two basic ranks of NCOs: corporals would have a 5" CR, and sarges a 5" CR *and* the "inspiring presence tweak. Characters could be done by simply giving them a trooper profile, with an extra DEF rolled die, a greater Mn & CR, a few tweaks, hero points and/or more attacks. No kept die increase, though.

After play testing that "mod", I felt it was exactly what I wanted and at the IDT, Kommander Hého & I used army lists based on those principles. We were particularly satisfied by the role of heavy and special weapons and by the way characters behaved on the tabletop: they were important, as they could accomplish heroic actions and made the rest of the force more efficient, but they were quite vulnerable. The Neo-Soviet officers and Kommander are good examples: they had little impact on the casualties inflicted to their enemies, but they literally held the force together by preventing the rad troopers from routing.

ChronoHal arrived with an army list that differed slightly from that "mod", with some high DEF values and a few weapons that were überdeadly when compared to those we were using. In spite of some little inconsistencies, everything went

fine in game terms - simply because, well. He paid for what he got !

Therefore, if you organize an Iron Dream Tournament, you may want to design a mod of your own and try to have all players use it. If you can't, however, there's little reason to panic as games should be balanced anyway.

The Fluff of Negromundheim

Welcome to Negromundheim, a lost planet colonized and abandoned long ago by the Empire of Man. Colonization was quick and chaotic, and extraterrestrial and human populations are at best gathered in parodies of city-states of various levels of technological advancement, more frequently in tribes. There may be nomads, but they prefer to rely on their capacity to live as parasites on other micro-societies rather than on their neighbor's hospitality. Every colony is submitted to the extortion of armed gangs, or to the necessity of defending itself against them. Those colonies were most of the time settled upon criteria of race, origin, or religion, as mysticism and even the most ludicrous beliefs are firmly implanted in a world where many are those who don't know who they can trust, and in which only group cohesion can ensure the survival of the individual. That is why more than 1000 God-Emperors (or equivalent title) are currently ruling over the explored and "civilized" territories of Negromundheim.

This emphasis on identity is the source of many tensions between tribes & city-states, of course, which more often than not end up in bloodshed.

NEO-SOVIETS

128			Hero Pts = 6			Total=	186
Qty	PP	Description	T	Mv	Df	Mn	CR
1	70	**Kommander**	C	9"	3k2 (4k2)	5k4	10"
		butthole sergent, tough, frenzied, sharpshooter, force leader					
	WP	Description		R	AV	AE	AET
2	10	close combat weapon		-	3k2 (4k2)	-	-
3	24	Viper pistol		18"	3k2 (4k2)	-	-

91			Hero Pts= 2*1			Total=	2*95
Qty	PP	Description	T	Mv	Df	Mn	CR
2	57	**Officer**	C	9"	3k2 (4k2)	4k4	8"
		butthole sergent, tough, frenzied, sharpshooter					
	WP	Description		R	AV	AE	AET
2	10	close combat weapon		-	3k2 (4k2)	-	-
2	24	Viper pistol		18"	3k2 (4k2)	-	-

42pts	**RAW**		Hero Pts			Total=	190
Qty	PP	Description	T	Mv	Df	Mn	CR
5	14	**Rad trooper**	T	9"	2k2	3k2	-
		Poorly trained					
	WP	Description		R	AV	AE	AET
	6	Brawling		-	2k1	-	-
	22	SMG		18"	2k2	-	-

46pts	**RAW**		Hero Pts			Total=	210
Qty	PP	Description	T	Mv	Df	Mn	CR
2*5	14	**Rad trooper**	T	9"	2k2	3k2	-
		Poorly trained					
	WP	Description		R	AV	AE	AET
	6	Brawling		-	2k1	-	-
	26	assault rifle		24"	2k2	-	-

58/65pts				Hero Pts			Total=	362
Qty	PP	Description	T	Mv	Df	Mn	CR
4+2	24	**Vanguard**	T	9"	3k2	3k3	-
	WP	Description		R	AV	AE	AET
	6	Brawling		-	2k1	-	-
	28	AK-130 Venger rifle		24"	3k2	-	-
	35	AK-126 Kalashnikov rifle		24"	3k2	-	-
		Grenade Launcher - krak		18"	4k3	-	-
		Multiprofile: - frag		18"	3k2	2x	Ex
		Slow reload					

68pts				Hero Pts			Total=	204
Qty	PP	Description	T	Mv	Df	Mn	CR
3	20	**Chemgrunt**	E	9"	2k2	4k3	-
		Poorly trained					
	WP	Description		R	AV	AE	AET
	6	Brawling		-	2k1	-	-
	42	Chemsprayer		12"	4k3	2x	Bu
		poisoned, volatile					

108				Hero Pts			Total=	324
Qty	PP	Description	T	Mv	Df	Mn	CR
3	39	**MF1 Cyclops**	L	6"	4k3	4k3	-
		Monster, ballsy, stupid					
	WP	Description		R	AV	AE	AET
	21	Huge claws		-	4k3	2x	CC
	48	Eye Beam		24"	4k3	2x	Li

47pts			Hero Pts				Total=	235
Qty	PP	Description	T	Mv	Df	Mn		CR
5	28	**CC squad**	T	9"	3k2	4k3		-
		Dodge						
	WP	Description		R	AV	AE		AET
5	19	Hammer&sickle		-	5k2	2x		CC

Vehicle	*choose gustav or griffon*		Hero Pts =6				Total=	386
Qty	PP	Description	T	Mv	Df	Mn		CR
1	92	**Ursa heavy walker**	H	12"	6k5	5k4		-
		vehicle						
	WP	Description		R	AV	AE		AET
	12	Kick		-	3k3	-		-
	104	Heavy chaingun		30"	5k2	4x		Bu
	106	Gustav cannon		LOS	7k5	2x		Ex
		Armor piercing						
	48	Heavy chemsprayer		18"	4k3	2x		Bu
		poisoned, volatile						

2497pts

RED NECKS

38 / 40 / 42 / 44						Hero Pts			Total=	302
Qty	PP	Description	T	Mv	Df	Mn	CR
6	14	**McDuff Family**	T	9"	2k2	3k2	-
		Poorly trained					
1	16	**Barney McDuff**	T	9"	2k2	3k2	4"
		Poorly trained					
	WP	Description		R	AV	AE	AET
6	4	Brawling		-	1k1	-	-
5	20	Shotgun		12"	3k2	-	-
1	26	assault rifle		24"	2k2	-	-
1	48	RPG - krak		30"	4k4	-	-
		Move or Fire, Armor piercing					
		RPG - frag		30"	3k2	2x	Ex
		move or fire					

38 / 40 / 42 / 44						Hero Pts			Total=	168
Qty	PP	*Description*	T	Mv	Df	Mn	CR
3	14	**O'Donocul Bros**	T	9"	2k2	3k2	-
		Poorly trained					
1	16	**Ron O'Donocul**	T	9"	2k2	3k2	4"
		Poorly trained					
	WP	*Description*		R	AV	AE	AET
4	8	*CCW*		-	2k2	-	-
2	12	*Chainsaw*		-	4k2	-	-
1	18	*Handgun*		12"	2k2	-	-
1	22	*SMG*		18"	2k2	-	-
1	20	*Shotgun*		12"	3k2	-	-

42 / 44 / 56			Hero Pts				Total=	186pts
Qty	PP	Description	T	Mv	Df	Mn	CR	
4	14	**Connasses**	T	9"	2k2	3k2	-	
		Poorly trained						
	WP	Description		R	AV	AE	AET	
4	4	*Brawling*		-	1k1	-	-	
1	24	*Boltgun*		18"	3k2	-	-	
2	26	*assault rifle*		24"	2k2	-	-	
1	38	*Grenade Launcher - krak*		18"	3k3	-	-	
		Multiprofile: - frag		18"	2k2	2x	Ex	

44			Hero Pts				Total=	176pts
Qty	PP	Description	T	Mv	Df	Mn	CR	
4	14	**KKK**	T	9"	2k2	3k2	-	
		Poorly trained						
	WP	Description		R	AV	AE	AET	
4	4	*Brawling*		-	1k1	-	-	
4	26	*assault rifle*		24"	2k2	-	-	

40 / 38			Hero Pts				Total=	156pts
Qty	PP	Description	T	Mv	Df	Mn	CR	
4	14	**KKK**	T	9"	2k2	3k2	-	
		Poorly trained						
	WP	Description		R	AV	AE	AET	
2	4	*Brawling*		-	1k1	-	-	
2	8	*CCW*		-	2k2	-	-	
2	18	*Handgun*		12"	2k2	-	-	
2	20	*Shotgun*		12"	3k2	-	-	

37 / 20 / 30					Hero Pts			Total=	97 / 157
Qty	PP	*Description*	T	Mv	Df	Mn	CR
2*1	16	**Hunter**	T	9"	2k2	3k2	4"
		Poorly trained					
4	12	**Dog**	T	12"	2k2	2k2	-
		poorly trained, easily controlled, coup counter					
4	20	**Pig**	T	12"	3k2	4k3	-
		poorly trained, easily controlled, coup counter					
	WP	*Description*		R	AV	AE	AET
2*1	4	*Brawling*		-	1k1	-	-
4	8	*CCW*		-	2k2	-	-
4	10	*Heavy CCW*		-	3k2	-	-
2*1	17	*hunting rifle*		18"	2k2	-	-
		move or fire					

52 / 56 / 58 / 64 /					Hero Pts			**Total=**	**288**
Qty	PP	Description	T	Mv	Df	Mn	CR
5	28	**Texas chainsaw killer**	T	9"	2k2	4k3	-
		Poorly trained, infiltration					
	28	**Jason XI**	T	9"	2k2	4k3	4"
		Poorly trained, infiltration					
	WP	Description		R	AV	AE	AET
3	12	CCW		-	4k2	-	-
5	14	Heavy CCW		-	5k2	-	-
1	18	Handgun		12"	2k2	-	-
1	22	SMG		18"	2k2	-	-

40 / 44 / 66			Hero Pts			Total=	194
Qty	PP	Description	T	Mv	Df	Mn	CR
4	14	**Evil Gnomes**	T	9"	2k2	3k2	-
		Poorly trained					
	WP	Description		R	AV	AE	AET
4	4	Brawling		-	1k1	-	-
1	22	SMG		18"	2k2	-	-
2	26	assault rifle		24"	2k2	-	-
1	48	RPG - krak		30"	4k4	-	-
		Move or Fire, Armor piercing					
		RPG - frag		30"	3k2	2x	Ex
		move or fire					

113			Hero Pts = 4			Total=	129
Qty	PP	Description	T	Mv	Df	Mn	CR
1	33	**Sheriff**	C	9"	2k2	4k3	5"
		Ballsy					
	WP	Description		R	AV	AE	AET
2	8	brawling		-	3k1	-	-
2	32	Shotgun / handgun		12"	4k2	2x	Bu

107			Hero Pts = 4			Total=	123
Qty	PP	Description	T	Mv	Df	Mn	CR
1	33	**Père Chanau**	C	9"	2k2	4k3	5"
		Ballsy					
	WP	Description		R	AV	AE	AET
2	6	brawling		-	2k1	-	-
1	41	Grenade Launcher - krak		18"	4k3	-	-
		Multiprofile: - frag		18"	3k2	2x	Ex
1	27	Hand grenade - krak		12"	4k3	-	-
		slow attack - slow reload					
		Hand grenade - frag		12"	3k2	2x	Ex
		slow attack - slow reload					

147				Hero Pts = 8			Total=	179
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	41	**Duke Nukem**	C	9"	3k2	4k4	-	
		Ballsy, bushwhacker						
	WP	Description		R	AV	AE	AET	
2	8	brawling		-	2k2	-	-	
2	45	Shotgun / handgun		18"	6k2	2x	Bu	

117				Hero Pts			Total=	117pts
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	61	**Sheriff's Humvee**	M	15"	5k4	4k3	-	
		Vehicle, Poorly trained, Ballsy						
	WP	Description		R	AV	AE	AET	
1	16	impact - light		-	2k2	3x	CC	
1	38	Guns		18"	4k2	2x	Bu	

128				Hero Pts			Total=	128pts
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	42	**Tractor**	L	12"	4k4	3k3	-	
		Vehicle, Poorly trained						
	WP	Description		R	AV	AE	AET	
1	12	impact - light		-	2k2	2x	CC	
1	74	HMG		36"	4k2	3x	Bu	

98			Hero Pts				Total=	98pts
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	38	**Porkinov Catapult**	L	6"	4k4	3k3	-	
		Vehicle, Poorly trained						
	WP	Description		R	AV	AE	AET	
1	8	impact - light		-	2k2	-	-	
1	52	Porkinov coktail		24"	2k2	3x	Ex	

2496pts

SONS OF THE ZWASTIKA

Special Character			Hero Pts: 6				Total=	187
Qty	PP	Description	T	Mv	Df	Mn	CR	
1-Jan	55	**Guntherella**	C	12"	3k2 (4k2)	5k4	10"	
		(Ballsy), *(Sharpshooter)*						
	WP	Description		R	AV	AE	AET	
2	8	Kick		-	2k2	-	-	
2	46	SMG		24"	5k2	2x	Bu	

58/54/50			Hero Pts				Total=	290/270/250
Qty	PP	Description	T	Mv	Df	Mn	CR	
	20	**Son of the S**	T	9"	2k2	3k3	-	
	WP	Description		R	AV	AE	AET	
3*5	10	Steel truncheon		-	3k2	-	-	
5	28	assault rifle		24"	3k2	-	-	
5	24	SMG		18"	3k2	-	-	
5	20	Handgun		12"	3k2	-	-	

997pts

NSL

107			Hero Pts			Total=	
Qty	PP	Description	T	Mv	Df	Mn	**CR**
0-1	65	NSL Ltnt	C	9"	3k2 (4k2)	4k4	**10"**
		tough, inspiring example, Force leader					
	WP	Description		R	AV	AE	**AET**
	8	brawling		-	3k1	-	**-**
	34	advanced assault rifle		30"	4k2	-	**-**

66/70/80/98			Hero Pts			Total=	2*300/296
Qty	PP	Description	T	Mv	Df	Mn	CR
3*3	28	**NSL Trooper**	T	9"	3k2 (4k2)	3k3	-
		tough					
3*1	32	**NSL Corp**	T	9"	3k2 (4k2)	3k3	5"
		tough					
	WP	Description		R	AV	AE	AET
12	6	Brawling		-	2k1	-	-
8	32	advanced assault rifle		30"	3k2	-	-
2	64	LMG - gyromount		30"	3k2	3x	Bu
2	46	Plasma gun		24"	5k2	2x	Bu
							1003pts

DOOM MARINES

122			Hero Pts = 3			Total=	134
Qty	PP	Description	T	Mv	Df	Mn	CR
0-1	65	**Doom Sarge**	C	9"	3k2 (4/5k2)	5k4	10"
		tough, ballsy, (sharpshooter), inspiring example					
	8	über combat training		-	3k1	-	-
	49	Plasma gun		24"	6k2	2x	Bu

71 / 88 / 89				Hero Pts			Total=	261/301/302
Qty	PP	Description	T	Mv	Df	Mn	CR	
3*4	31	**Doom Marine**	T	9"	3k2 (4/5k2)	4k3	-	
		tough, ballsy, (sharpshooter)						
3*4	8	über combat training		-	3k1	-	-	
1	24	Handgun		12"	5k2	-	-	
3	27	shotgun		12"	6k2	-	-	
1	50	Chaingun		18"	6k2	3x	Bu	
2*3	32	assault rifle		24"	5k2	-	-	
1	49	Plasma gun		24"	6k2	2x	Bu	

998pts

SQUATS

Squat Lord Grim Venson					
Troop type	Weapons	Qty	HP	Unit Tweak	Value
Exo-armoured Squat Lord	Power Axe, boltpistol	1	6		134

Hearthguard					
Troop type	Weapons	Qty	HP	Unit Tweak	Value
Exo-armoured Hearthguard	Power Axe, boltpistol	3			276

Le Tech, Army engineering officer					
Troop type	Weapons	Qty	HP	Unit Tweak	Value
Tech in power armour	Power Axe, laspistol	3	2		86

Dr. Samuel "This will NOT hurt" Stone, Army medical officer, Vice-chairman of *Genocide Inc.*					
Troop type	Weapons	Qty	HP	Unit Tweak	Value
Medic	laspistol & chainsword	1			82

Dr. Jimini Painkiller, Army medical officer, Neurologist, A.I. Engineer, Chairman of *Genocide Inc.*					
Troop type	Weapons	Qty	HP	Unit Tweak	Value
Medic	lasgun, knife	1			82

The Masters of Sparks					
Troop type	**Weapons**	**Qty**	**HP**	**Unit Tweak**	**Value**
Sarge	laspistol & chainsword	1	1		307
Squat trooper	bolter, knife	2			
Squat trooper	plasma rifle, knife	1			
Standard bearer	laspistol, knife	1			

The Concrete & Steel Squadron					
Troop type	**Weapons**	**Qty**	**HP**	**Unit Tweak**	**Value**
Sarge	laspistol & chainsword	1	1		317
Squat trooper	lasgun, knife	3			
Squat trooper	plasma rifle, knife	1			

The Cheap Sunglasses Squadron					
Troop type	**Weapons**	**Qty**	**HP**	**Unit Tweak**	**Value**
Sarge	laspistol & chainsword	1	1		296
Squat trooper	bolter, knife	3			
Standard bearer	laspistol, knife	1			

The Beer Drinkers & Hell Raisers					
Troop type	**Weapons**	**Qty**	**HP**	**Unit Tweak**	**Value**
Sarge	bolter & powerglove	1	1		329
Squat trooper	lasgun, knife	2			
Squat trooper	meltagun, knife	1			
Musician	laspistol, knife	1			

The Gun Love Squadron					
Troop type	**Weapons**	**Qty**	**HP**	**Unit Tweak**	**Value**
Squat	Lascanon	3			216

The Doubleback Squadron					
Troop type	**Weapons**	**Qty**	**HP**	**Unit Tweak**	**Value**
Squat trooper	Knife, Assault gun	4			309
Squat trooper	Knife, Gatling gun	1			

The Crusader						
Troop type		**Weapons**	**Qty**	**HP**	**Unit Tweak**	**Value**
Crusader Robot		Lascanon, Powerglove, powerglove	1	5		142
Grand Total						**2536**

Troop type	**Code**	**M**	**Def**	**Mn**	**CR**	**Tweaks**	**Value**
Squat trooper	T	6"	3k2	4k3	0"		24
Sargeant	E	6"	3k2	4k3	4"		28
Medic	C	6"	3k2	4k3	0"		30
Tech in power armour	C	6"	5k4	4k3	0"		42
Standard bearer / musician	E	6"	3k2	4k3	0"	Totem leader	46
Crusader Robot	L	12"	4k3	2k2	0"		38
Exo-armoured Hearthguard	E	6"	5k4	5k4	0"	Tough	52
Exo-armoured lord	C	6"	5k4	5k5	10"	Tough	70
Weapon	**Type**	**Range**	**AV**	**AE**			
Knife	Basic	0"	2k2				8
Powerglove / Power Axe	Heavy	0"	5k4				18
Lasgun	Basic	30"	2k2				30
AK-47 / Assault gun	Basic	24"	2k2				26
Laspistol	Basic	12"	2k2				18
Boltpistol	Basic	12"	3k2			Extra Bite	22
Bolter	Basic	18"	3k2			Extra Bite	26
Plasma rifle	Basic	18"	4k3	2x (Ex)			42
Meltagun	Heavy	6"	4k3			Extra bite, Highly Accurate	27
Flame Thrower	Basic	12"	3k2	3x (Bu)			40
Shuriken catapult	Basic	24"	3k3				30
Lascanon	Heavy	48"	5k4				48
Medipack (special power)	Basic	0"	3k3			Restore	22
Gatling canon	Basic	18"	3k2	3x (Bu)		Highly Accurate	53

WarEngine LOTR

An adaptation for The Lord of the Rings

By Tonsha (David Ashton)

Lord of the Rings. I read it when I was twelve. Loved it.

Lord of the Rings – the movies. Watched them. Loved them. I kept thinking "I can't wait for someone to do a WarEngine conversion for this. Great figures – but rubbish system. WarEngine will just FLY!".

So I waited... and waited... and thought:

"Oh for Goodness' Sake! I'll do it myself!"

And so it began...

Design Philosophy

I can't believe that any LOTR fan was perfectly happy with the movies, but they *were* amazingly inspiring. I wanted to capture the feel of the movies (The GW figures are, after all, based on the films), but at the same time hearken back to book. I wanted to add all the little things that I thought were important.

This means that Legolas is a pretty hard character. Good with a bow, good with his knives, and able to pull out a really funky move when needed.

It also means that the Hobbits can use ranged weapons quite effectively (throwing stones), and that Aragorn carries Anduril right from the word go.

The result is a set of army lists that are unique to my way of thinking. You may not be entirely happy with them, and that's fine. By all means, take what is presented here and tune it to how you prefer. The point of it all is to have fun!

New Weapon Tweaks

The main tweaks I've used originated when we were discussing fantasy WE on the mailing list a while back. I don't remember who posted them, but they are great. Thanks whoever you are!

Shield. +5pts. Df +1k1 at the expense of using up a weapon slot. It generally costs 8 points to increase Df by +1k1, so this is a good compromise. Carrying a shield around with you makes it difficult to handle weapons, so you lose a weapon slot. I think this is an ingenious solution.

Move or Fire. -5 pts. Figure may not use the weapon if it moved in its last activation. If the figure uses the weapon during its activation, the figure may not move this turn.

Degradative Range. -2 pts. Weapons get their base Av out to half their range, then -1k1 Av for the second half of their range. This is a simplified version of the tweak from the one originally posted, but I think it works pretty well.

Basic Troops

Rather than worry about squad leaders for the basic troops, I've given each troop type a control radius. For my trial games, I nominated a 'central' figure in the unit and measured my control radius from there.

This also means that there is no need to perform a rout test on regular units until half the unit is casualties. The only exception to this rule occurred if I activated a character with the unit, in which case the standard rules applied.

Characters

I've tried to select personal & weapon tweaks that match the effects of the characters in the book or film. Legolas has a 'Funky Elf Move' which is a 4k3 2x CC attack. Gandalf can sort of 'change' peoples minds with a gentle hint or firey glare (Jedi Mind Trick). That sort of thing.

I think I need to do a bit more play testing to see if the characters can really stand up to massed attacks from basic troops. A Chamber of Mazarbul scenario would be a good one to check this out. I'll let you know how it goes...

If you find that the characters go *POP!* a little too quickly, then give them a few hero points to make them last a bit longer.

The Big Boys

The Cave Troll, Balrog, Oliphaunts and, of course, Sauron are *supposed* to be hard to kill. I've purposely given them hero points to do this. I've not managed to play test any of them yet, so let me know how it goes if you get round to it. Add more hero points if you need them.

Sauron, especially, may need beefing up. He's easily the most powerful figure in the lists, but we all know what happens when people gang up on you.

In General

I've tried to provide a varied selection of forces to represent the main protagonists in the War of the Ring, and to complement the range of figures produced by GW.

I've added Dwarves (always wanted to replay Battle of Five Armies) and will probably do some more if I get time.

Notable omissions are the Rohan nobles (Theoden, Eomer, Eowyn). But I would also like to do Imrahil and the Knights of Dol Amroth,

Men of Lossenarch, Northern Dunedain, Men of Dale, etc., etc.

And Finally...

These War of the Ring lists are fully SF2 compliant, which means you can play them against the Org or Vengequan if you have a mind to. I've tried to follow the regular SF2 force building rules to the letter (with the exception of the Fantasy tweaks noted above).

I hope you enjoy playing with these lists, and if you have any comments or improvements, mail them to the WarEngine list (WarEngine@yahoogroups.com) or to me directly at tonsha@excite.com

Baruk Khazad!
Tonsha

The Army Lists!
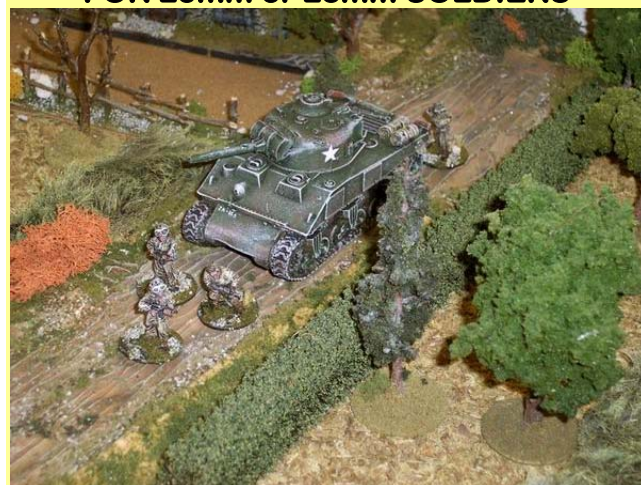
Elves

Qty	PP	Description	Hero Pts	T	Mv	Df	Mn	CR	Total=	**61**	549
9	32	Elven Swordsman		T	9"	3k2	4k3	6"			
	1	*Sole Survivor*									

	WP	Weapons		R	AV	AE	AET
1	12	Sword		-	3k3	-	-
	2	*Parry Weapon (Df +1k0)*				-	-
2	12	Sword		-	3k3	-	-
	2	*Parry Weapon (Df +1k0)*				-	-

Qty	PP	Description	Hero Pts	T	Mv	Df	Mn	CR	Total=	**65**	520
8	32	Elven Archer		T	9"	3k2	4k3	6"			

	WP	Weapon		R	AV	AE	AET
1	8	Knife		-	2k2	-	-
2	32	Bow		30"	3k2	-	-
	-7	*Move or Fire, Degradative Range (-1k1 for 2nd half of range)*					

Qty	PP	Description	Hero Pts	T	Mv	Df	Mn	CR	Total=	**54**	0
0	32	Elven Spearman		T	9"	3k2	4k3	6"			
	1	*Sole Survivor*									

	WP	Weapons		R	AV	AE	AET
1	5	Shield (Df +1k1)		-	-	-	-
2	10	Spear		-	3k2	-	-
	6	*Long (Can attack from up to 2" away)*					

1069

Points of Renown	**0**
Points of Force	**1069**

Dwarves

			Hero Pts			Total=	67	804
Qty	PP	Description	T	Mv	Df	Mn	CR	
12	38	Dwarf Infantry	E	6"	4k3	3k3	6"	

	WP	Weapons		R	AV	AE	AET
1	5	Shield (Df +1k1)		-	-	-	-
2	12	Axe		-	3k3	-	-
3	12	Axe		-	3k3	-	-

			Hero Pts			Total=	66	0
Qty	PP	Description	T	Mv	Df	Mn	CR	
0	32	Dwarf Archer	E	6"	4k3	3k2	4"	

	WP	Weapons		R	AV	AE	AET
1	10	Hand Axe		-	3k2	-	-
2	22	Short Bow		18"	2k2	-	-
	-7	*Move or Fire, Degradative Range (-1k1 for 2nd half of range)*					
3	14	Throwing Axe		6"	2k2		
	-5	*Limited Shots (roll 1d6 at start of game to obtain No. of attacks available)*					

			Hero Pts			Total=	82	0
Qty	PP	Description	T	Mv	Df	Mn	CR	
0	38	Sons of Durin	E	6"	4k3	3k3	6"	
	2	*Frenzied (Av +1k0)*						

	WP	Weapons		R	AV	AE	AET
1	14	Battle Axe		-	4k3	-	-
2	14	Battle Axe		-	4k3	-	-
3	14	Battle Axe		-	4k3	-	-

804

Points of Renown	**0**
Points of Force	**804**

Rohan

			Hero Pts			Total=	**39**		351
Qty	PP	Description	T	Mv	Df	Mn	CR		
9	26	Warrior of Rohan	T	9"	2k2	3k3	6"		

	WP	Weapons		R	AV	AE	AET
	5	Shield (Df +1k1)		-	-	-	-
	8	Sword		-	2k2	-	-

			Hero Pts			Total=	**45**		405
Qty	PP	Description	T	Mv	Df	Mn	CR		
9	20	Rohan Archer	T	9"	2k2	3k2	4"		

	WP	Weapons		R	AV	AE	AET
	6	Knife		-	2k1	-	-
	26	Bow		24"	2k2	-	-
	-7	*Move or Fire, Degradative Range (-1k1 for 2nd half of range)*					

			Hero Pts			Total=	**35**		315
Qty	PP	Description	T	Mv	Df	Mn	CR		
9	16	Rohan Levy	T	9"	2k1	3k2	4"		

	WP	Weapons		R	AV	AE	AET
	5	Shield (Df +1k1)		-	-	-	-
	8	Spear		-	2k2	-	-
	6	*Long (Can attack from up to 2" away)*					

			Hero Pts			Total=	**77**		0
Qty	PP	Description	T	Mv	Df	Mn	CR		
0	42	Rider of Rohan	E	15"	3k2	3k3	8"		

	WP	Weapons		R	AV	AE	AET
	5	Shield (Df +1k1)		-	-	-	-
	10	Spear		-	3k2	-	-
	12	*Long (attack from up to 2" away), Charging (1's & 2's become 3's if Move > half Mv)*					
	8	Sword		-	2k2	-	-

1071

Points of Renown	**0**
Points of Force	**1071**

Gondor

Qty	PP	Description	Hero Pts		Total=	43	387
			T	Mv	Df	Mn	CR
9	30	Gondor Swordsman	T	9"	3k2	3k3	6"

	WP	Weapons	R	AV	AE	AET
	5	Shield (Df +1k1)	-	-	-	-
	8	Sword	-	2k2	-	-

Qty	PP	Description	Hero Pts		Total=	49	441
			T	Mv	Df	Mn	CR
9	24	Gondor Archer	T	9"	3k2	3k2	4"

	WP	Weapons	R	AV	AE	AET
	6	Knife	-	2k1	-	-
	26	Bow	24"	2k2	-	-
	-7	*Move or Fire, Degradative Range (-1k1 for 2nd half of range)*				

Qty	PP	Description	Hero Pts		Total=	43	387
			T	Mv	Df	Mn	CR
9	24	Gondor Spearman	T	9"	3k2	3k2	4"

	WP	Weapons	R	AV	AE	AET
	5	Shield (Df +1k1)	-	-	-	-
	8	Spear	-	2k2	-	-
	6	*Long (Can attack from up to 2" away)*				

Qty	PP	Description	Hero Pts		Total=	65	0
			T	Mv	Df	Mn	CR
0	38	Gondor Heavy Cavalry	E	12"	3k2	3k3	8"

	WP	Weapons	R	AV	AE	AET
	5	Shield (Df +1k1)	-	-	-	-
	8	Sword	-	2k2	-	-
	6	*Charging Weapon (treat 1's & 2's as 3's provided figure moved more than half MV into base contact this turn)*				
	8	Sword	-	2k2	-	-

1215

Points of Renown   0
Points of Force   1215

Characters of Good

Qty	PP	Description	Hero Pts	T	Mv	Df	Mn	CR	Total= 103	103
1	42	Frodo Baggins		C	6"	4k3	3k3	6"		
	14	*Tough (Df +1k0), Ballsy (Df +1k0 in the open - i.e. vs Ranged), Stealthy, Slippery*								

	WP	Weapons		R	AV	AE	AET			
1	10	Sting		-	3k2	-	-			
2	10	Sting		-	3k2	-	-			
3	12	"Use the Ring, Frodo!"		-	3k3	-	-			

<div></div>

| | 15 | *Invisibility (Can only be targetted by figures with Eagle Eye - and they must pass a Mental (Mn) roll. Effect lasts until the Follow Up phase). This is Reversed for the Ringwraiths - to them Frodo is considered Invisible when __not__ using the ring, and merely Stealthy when he __is__ using the ring.* |

Qty	PP	Description	Hero Pts	T	Mv	Df	Mn	CR	Total= 68	68
1	26	Samwise Gamgee		C	6"	2k2	3k3	4"		
	14	*Tough (Df +1k0), Ballsy (Df +1k0 in the open - i.e. vs Ranged), Stealthy, Slippery*								

	WP	Weapons		R	AV	AE	AET			
1	8	Sword		-	2k2	-	-			
2	8	Sword		-	2k2	-	-			
3	6	Frying Pan		-	2k1	-	-			
4	6	Frying Pan		-	2k1	-	-			

Qty	PP	Description	Hero Pts	T	Mv	Df	Mn	CR	Total= 88	88
1	26	Meriadoc Brandybuck (Merry)		C	6"	2k2	3k3	4"		
	14	*Tough (Df +1k0), Ballsy (Df +1k0 in the open - i.e. vs Ranged), Stealthy, Slippery*								

	WP	Weapons		R	AV	AE	AET			
1	8	Sword		-	2k2	-	-			
2	8	Sword		-	2k2	-	-			
3	16	Throw Stone		12"	2k1	-	-			
4	16	Throw Stone		12"	2k1	-	-			

			Hero Pts			Total=	**88**		88
Qty	PP	Description	T	Mv	Df	Mn	CR		
1	26	Peregrin Took (Pippin)	C	6"	2k2	3k3	4"		
	14	*Tough (Df +1k0), Ballsy (Df +1k0 in the open - i.e. vs Ranged), Stealthy, Slippery*							

	WP	Weapons		R	AV	AE	AET
1	8	Sword		-	2k2	-	-
2	8	Sword		-	2k2	-	-
3	16	Throw Stone		12"	2k1	-	-
4	16	Throw Stone		12"	2k1	-	-

			Hero Pts			Total=	**89**		89
Qty	PP	Description	T	Mv	Df	Mn	CR		
1	38	Gimli Son of Gloin	C	6"	4k3	3k3	4"		

	WP	Weapons		R	AV	AE	AET
1	14	Battle Axe		-	4k3	-	-
2	14	Battle Axe		-	4k3	-	-
3	14	Battle Axe		-	4k3	-	-
4	14	Throwing Axe		6"	2k2		
	-5	*Limited Shots (roll 1d6 at start of game to obtain No. of attacks available)*					

			Hero Pts			Total=	**153**		153
Qty	PP	Description	T	Mv	Df	Mn	CR		
1	44	Legolas	C	15"	3k3	4k3	4"		
	6	*Sharpshooter (AV +1k0 on ranged attacks), Dodge (Df +1k0 for CC), Ballsy (DF +1k0 in open, Slippery,*							

	WP	Weapons		R	AV	AE	AET
1	34	Bow		30"	3k3	-	-
2	34	Bow		30"	3k3	-	-
3	14	Knives		-	4k3	-	-
4	21	Funky Elf Move		-	4k3	2x	CC

			Hero Pts			Total=	**100**		100
Qty	PP	Description	T	Mv	Df	Mn	CR		
1	32	Boromir	C	12"	2k2	3k2	6"		
	4	*Tough (DF +1k0)*							

	WP	Weapons		R	AV	AE	AET
1	5	Shield (Df +1k1)		-	-	-	-
2	12	Sword		-	3k3	-	-
3	12	Sword		-	3k3	-	-
4	30	SP: Horn of Gondor		24"	-	3k3	-	-
	5	*Rally (Target Unit automatically passes rout test)*						

			Hero Pts			Total=	**160**	160
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	56	Aragorn	C	12"	4k3	4k3	10"	

26	*Tough (DF +1k0), Inspiring Example (re-roll any failed rout), LuckyB (Once per turn, any single die for this figure may be re-rolled)*	

	WP	Weapons	R	AV	AE	AET
1	14	Anduril	-	4k3	-	-
	4	*Parry Weapon (Df +1k0, Extra Bite (1's become 2's)*			-	-
2	14	Anduril	-	4k3		
	4	*Parry Weapon (Df +1k0, Extra Bite (1's become 2's)*			-	-
3	28	Bow	24"	3k2	-	-
	-7	*Move or Fire, Degradative Range (-1k1 for 2nd half of range)*				
4	28	Bow	24"	3k2	-	-
	-7	*Move or Fire, Degradative Range (-1k1 for 2nd half of range)*				

			Hero Pts			Total=	**166**	166
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	56	Gandalf the Grey	C	9"	3k3	5k5	8"	

26	*Tough (DF +1k0), Inspiring Example (re-roll any failed rout), Lightning Reflexes (Reserve Weapons & Special Powers supersede opponents)*	

Wpn	WP	Weapons	R	AV	AE	AET
1	14	Glamdring	-	4k3	-	-
	2	*Parry Weapon (Df +1k0)*			-	-
2	14	Glamdring	-	4k3	-	-
	2	*Parry Weapon (Df +1k0)*			-	-
3	10	Staff	-	3k2	-	-
	2	*Parry Weapon (Df +1k0)*			-	-
4	5	Choose One Spell (multiprofile)				
	30	SP: Lift Men's Hearts	24"	3k3	-	-
	5	*Rally (Target unit automatically passes rout test)*				
	22	SP: Jedi Mind Trick	12"	3k3	-	-
	10	*Suspend (Target figure is immobile & invulnerable until Follow Up step)*				
	12	SP: Wizard Blast	-	4k3	-	-
	10	*Shove (targets figure within 3". Figure flung across the board. Df +1k1 while flying. Willing receives 1k1 attack. Unwilling receives 2k2 attack. If target figure hits enemy figure on landing, both receive 2k2 attack. Can only use on type T, E or C figures)*				

			Hero Pts			Total=	**170**	0
Qty	PP	Description	T	Mv	Df	Mn	CR	
0	56	Gandalf the White	C	9"	4k4	A	10"	

| | 26 | *Tough (DF +1k0), Inspiring Example (re-roll any failed rout), Lightning Reflexes (Reserve Weapons & Special Powers supersede opponents),* |

	WP	Weapons	R	AV	AE	AET
1	14	Glamdring	-	4k3	-	-
	2	*Parry Weapon (Df +1k0)*			-	-
2	14	Glamdring	-	4k3	-	-
	2	*Parry Weapon (Df +1k0)*			-	-
3	10	Staff	-	3k2	-	-
	2	*Parry Weapon (Df +1k0)*			-	-
4	5	Choose One Spell (multiprofile)				
	34	SP: Lift Men's Hearts	24"	4k4	-	-
	5	*Rally (Target unit automatically passes rout test)*				
	26	Commanding Voice	12"	4k4	-	-
	12	*Fervour of the Righteous (Unit may activate immediately, even if already activated this turn)*				
		SP: Wizard Blast	-	-	-	-
	10	*Shove (targets figure within 3". Figure flung across the board. Df +1k1 while flying. Willing receives 1k1 attack. Unwilling receives 2k2 attack. If target figure hits enemy figure on landing, both receive 2k2 attack)*				
	30	SP: Mesmer	18"	4k4	-	-
	8	*Televangelism (Members of target unit within range & LOS lose all reserve markers and cannot activate this turn)*				

			Hero Pts			Total=	**180**	0
Qty	PP	Description	T	Mv	Df	Mn	CR	
0	66	Gandalf the White (Mounted)	C	18"	4k4	A	10"	

| | 26 | *Tough (DF +1k0), Inspiring Example (re-roll any failed rout), Lightning Reflexes (Reserve Weapons & Special Powers supersede opponents),* |

	WP	Weapons	R	AV	AE	AET
1	14	Glamdring	-	4k3	-	-
	2	*Parry Weapon (Df +1k0)*			-	-
2	14	Glamdring	-	4k3	-	-
	2	*Parry Weapon (Df +1k0)*			-	-
3	10	Staff	-	3k2	-	-
	2	*Parry Weapon (Df +1k0)*			-	-
4	5	Choose One Spell (multiprofile)				
	34	SP: Lift Men's Hearts	24"	4k4	-	-
	5	*Rally (Target unit automatically passes rout test)*				
	26	Commanding Voice	12"	4k4	-	-
	12	*Fervour of the Righteous (Unit may activate immediately, even if already activated this turn)*				

| | SP: Wizard Blast | | - | - | - | - |

10	*Shove (targets figure within 3". Figure flung across the board. Df +1k1 while flying. Willing receives 1k1 attack. Unwilling receives 2k2 attack. If target figure hits enemy figure on landing, both receive 2k2 attack)*

	SP: Mesmer		18"	4k4	-	-
30						

8	*Televangelism (Members of target unit within range & LOS lose all reserve markers and cannot activate this turn)*

			Hero Pts		Total=	**173**	0
Qty	PP	Description	T	Mv	Df	Mn	CR
0	72	Elrond	C	9"	4k4	A	8"
	23	*LuckyB, Slippery, Inspiring Example*					

	WP	Weapons	R	AV	AE	AET
	14	Hadhafang	-	4k3	-	-
	4	*Parry Weapon (Df +1k0), Extra Bite (1's become 2's)*				
	14	Hadhafang	-	4k3	-	-
	4	*Parry Weapon (Df +1k0), Extra Bite (1's become 2's)*				
	14	Hadhafang	-	4k3	-	-
	4	*Parry Weapon (Df +1k0), Extra Bite (1's become 2's)*				
	24	Whirling Attack	-	4k4	2x	CC

			Hero Pts		Total=	**183**	0
Qty	PP	Description	T	Mv	Df	Mn	CR
0	74	Gil-Galad	C	9"	4k4	A	9"
	11	*Inspiring Example, Charmed*					

	WP	Weapons	R	AV	AE	AET
	5	Shield (Df +1k1)	-	-	-	-
	21	Aiglos	-	4k3	2x	CC
	10	*Long (Attack up to 2" away), Parry Weapon (Df +1k0), Extra Bite (1's become 2's)*				
	21	Aiglos	-	4k3	2x	CC
	10	*Long (Attack up to 2" away), Parry Weapon (Df +1k0), Extra Bite (1's become 2's)*				
	21	Aiglos	-	4k3	2x	CC
	10	*Long (Attack up to 2" away), Parry Weapon (Df +1k0), Extra Bite (1's become 2's)*				

1015

Points of Renown	**0**
Points of Force	**1015**

Goblins

			Hero Pts			Total=	**35**	315
Qty	PP	Description	T	Mv	Df	Mn	CR	
9	22	Goblin Swordsmen	T	12"	2k1	3k2	6"	

	WP	Weapons	R	AV	AE	AET
	5	Shield (Df +1k1)	-	-	-	-
	8	Sword	-	2k2	-	-

			Hero Pts			Total=	**43**	387
Qty	PP	Description	T	Mv	Df	Mn	CR	
9	18	Goblin Archer	T	12"	2k1	3k2	4"	

	WP	Weapons	R	AV	AE	AET
	6	Knife	-	2k1	-	-
	26	Bow	24"	2k2	-	-
	-7	*Move or Fire, Degradative Range (-1k1 for 2nd half of range)*				

			Hero Pts			Total=	**50**	450
Qty	PP	Description	T	Mv	Df	Mn	CR	
9	22	Goblin Spearman	T	12"	2k1	3k2	6"	

	WP	Weapons	R	AV	AE	AET
	8	Spear	-	2k2	-	-
	6	*Long (Can attack from up to 2" away)*				
	8	Spear	-	2k2	-	-
	6	*Long (Can attack from up to 2" away)*				

			Hero Pts			Total=	**71**	0
Qty	PP	Description	T	Mv	Df	Mn	CR	
0	46	Goblin Warg Rider	E	18"	3k2	3k3	8"	
	1	*slippery (may leave CC without free attack)*						

	WP	Weapons	R	AV	AE	AET
	8	Sword	-	2k2	-	-
	6	*Charging Weapon (treat 1's & 2's as 3's provided figure moved more than half MV into base contact this turn)*				
	10	Warg Attack	-	3k3	-	-

1152

Points of Renown	**0**	
Points of Force	**1152**	

Uruk

			Hero Pts			**0**	Total=	**45**	405
Qty	PP	Description	T	Mv	Df	Mn	CR		
9	30	Uruk Swordsman	T	9"	3k2	3k3	5"		

	WP	Weapons			R	AV	AE	AET
	5	Shield (Df +1k1)			-	-	-	-
	10	Sword			-	3k2	-	-

			Hero Pts				Total=	**84**	672
Qty	PP	Description	T	Mv	Df	Mn	CR		
8	30	Uruk Pikeman	T	9"	3k2	3k3	5"		

	WP	Weapons			R	AV	AE	AET
	10	Pike			-	3k2	-	-
	17	*Very Long (can attack from up to 3" away), Charging (1's & 2's become 3's if move > half MV), Bracing (1's & 2's become 3's if countering figure which charged >half MV)*						
	10	Pike				3k2	-	-
	17	*Very Long (can attack from up to 3" away), Charging (1's & 2's become 3's if move > half MV), Bracing (1's & 2's become 3's if countering figure which charged >half MV)*						

			Hero Pts				Total=	**71**	0
Qty	PP	Description	T	Mv	Df	Mn	CR		
0	32	Uruk Berserker	E	12"	2k2	4k4	5"		
	9	*Frenzied (Av +1k0), Tough (Df +1k0), Dodge (Df +1k0 vs CC), Ballsy (Df +1k0 in the open - i.e. vs Ranged)*							

	WP	Weapons			R	AV	AE	AET
	8	Head Butt & Body Slam			-	2k2	-	-
	10	Great Sword			-	3k2	-	-
	12	Mighty Slash			-	3k3	-	-

1077

Points of Renown	**0**
Points of Force	**1077**

Dunland Raiders

			Hero Pts			Total=	**39**	351
Qty	PP	Description	T	Mv	Df	Mn	CR	
9	26	Dunland Raider	T	9"	2k2	2k2	6"	

	WP	Weapons	R	AV	AE	AET
	5	Shield (Df +1k1)	-	-	-	-
	8	Axe	-	3k2	-	-

351

Points of Renown   **0**
Points of Force   **351**

Easterlings

			Hero Pts			Total=	**39**	351
Qty	PP	Description	T	Mv	Df	Mn	CR	
9	26	Easterling Sword	T	9"	2k2	3k3	6"	

	WP	Weapons	R	AV	AE	AET
	5	Shield (Df +1k1)	-	-	-	-
	8	Sword	-	2k2	-	-

			Hero Pts			Total=	**45**	405
Qty	PP	Description	T	Mv	Df	Mn	CR	
9	26	Easterling Spear	T	9"	2k2	3k3	6"	

	WP	Weapons	R	AV	AE	AET
	5	Shield (Df +1k1)	-	-	-	-
	8	Spear	-	2k2	-	-
	6	*Long (Can attack from up to 2" away)*				

756

Points of Renown   **0**
Points of Force   **756**

Harad

Qty	PP	Description	Hero Pts				Total=	35	315
			T	Mv	Df	Mn	CR		
9	22	Harad Swordsman	T	9"	2k2	2k2	6"		

WP	Weapons	R	AV	AE	AET
5	Shield (Df +1k1)	-	-	-	-
8	Scimitar	-	2k2	-	-

Qty	PP	Description	Hero Pts				Total=	39	351
			T	Mv	Df	Mn	CR		
9	18	Harad Archer	T	9"	2k2	2k2	4"		

WP	Weapons	R	AV	AE	AET
6	Knife	-	2k1	-	-
22	Bow	18"	2k2	-	-
-7	*Move or Fire, Degradative Range (-1k1 for 2nd half of range)*				

Qty	PP	Description	Hero Pts				Total=	61	0
			T	Mv	Df	Mn	CR		
0	28	Harad Scouts	T	15"	2k2	2k2	6"		
	1	*slippery (may leave CC without free attack)*							

WP	Weapons	R	AV	AE	AET
16	Light Bow	12"	2k1	-	-
16	Light Bow	12"	2k1	-	-

Qty	PP	Description	Hero Pts				Total=	53	0
			T	Mv	Df	Mn	CR		
0	28	Harad Cavalry	T	15"	2k2	2k2	6"		

WP	Weapons	R	AV	AE	AET
5	Shield (Df +1k1)	-	-	-	-
8	Spear	-	2k2	-	-
12	*Long (attack from up to 2" away), Charging (1's & 2's become 3's if Move > half Mv)*				

			Hero Pts		Total=	**184**	0

Qty	PP	Description	T	Mv	Df	Mn	CR
0	52	<mark>Mumak (Oliphant)</mark>	M	12"	4k4	2k2	0
	-10	*Obvious (Light cover=0, Hvy Cover=1k1), Unwieldy (Can't move thru Hvy or Entrenching Cover)*					
	12	*Terrifying (Once per game, figures fired upon, or within 6" must take a rout test or be removed immediately)*					
		Type M figures gain the following defensive bonus as a matter of course: all 1's become 2's					
	32	Hero Points = 8					

WP	Weapons	R	AV	AE	AET
18	Stomp	-	5k4	-	-
32	Tusk Gore	-	4k4	2x	CC
24	Archer	18"	2k2	-	-
24	Archer	18"	2k2	-	-

666

Points of Renown   **0**
Points of Force   **666**

Characters of Evil

						Total=	**185**	185
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	50	Cave Troll	C	9"	5k5	3k3	0	

	-8	*Obvious (Light cover=0, Hvy Cover=1k1), Stupid (Each turn the figure must pass a Mental (Mn) test in order to activate)*
	12	*Terrifying (Once per game, figures fired upon, or within 6" must take a rout test or be removed immediately)*
	32	Hero Points = 8

WP	Weapons	R	AV	AE	AET
24	Hammer	-	4k4	2x	CC
6	*Long (Attack up to 2" away)*				
24	Hammer	-	4k4	2x	CC
6	*Long (Attack up to 2" away)*				
12	Whip Chain	-	3k3	-	-
13	*Very Long (Attack up to 3" away), Entangling (target cannot get out of CC even if Slippery. Target's Df -1k1 while entangled. Target cannot move until weapon is used again, controller is destroyed, or controller lets them go)*				
14	Punch	-	4k3	-	-

						Total=	**109**	109
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	42	Ringwraith (Weathertop)	C	9"	3k3	4k3	6"	

	21	*Terrifying (Once per game, figures fired upon, or within 6" must take a rout test or be removed immediately, Stealthy, Eagle Eye,*

WP	Weapons	R	AV	AE	AET
10	Sword	-	3k2	-	-
10	Sword	-	3k2	-	-
8	Morgul Blade	-	2k2		
5	*Poisoned*				
8	Morgul Blade	-	2k2	-	-
5	*Poisoned*				

						Total=	**130**	130
Qty	PP	Description	T	Mv	Df	Mn	CR	
1	42	Witch King (Weathertop)	C	9"	3k3	4k3	6"	

	21	*Terrifying (Once per game, figures fired upon, or within 6" must take a rout test or be removed immediately, Stealthy, Eagle Eye*

WP	Weapons	R	AV	AE	AET
10	Sword	-	3k2	-	-
10	Sword	-	3k2	-	-
8	Morgul Blade	-	2k2		
5	*Poisoned*				
5	Choose One Spell *(Multiprofile)*	-	-	-	-
14	SP: Mind of Darkness	-	4k3	-	-
15	*Control (Figure is under the control of the Witch King player for remainder of turn)*				
18	SP: Bugs! Bugs! Bugs!	6"	3k3		
10	*Illusionary Swarm (Target figure attacks closest unit on its next activation)*				
22	SP: Panic Attack	12"	3k3		
5	*Terror (Target unit makes a rout test this turn)*				

						Total=	**108**	108

Qty	PP	Description	T	Mv	Df	Mn	CR
1	52	Ringwraith Mounted (Weathertop)	C	15"	4k3	4k3	6"
	13	*Terrifying (Once per game, figures fired upon, or within 6" must take a rout test or be removed immediately, Eagle Eye*					

WP	Weapons	R	AV	AE	AET
10	Sword	-	3k2	-	-
10	Sword	-	3k2	-	-
8	Morgul Blade	-	2k2		
5	*Poisoned*				
10	Horse Rear	-	3k2	-	-

						Total=	**133**	133

Qty	PP	Description	T	Mv	Df	Mn	CR
1	54	Ringwraith on Fell Beast	C	18"	4k4	4k3	0
	17	*Terrifying (Once per game, figures fired upon, or within 6" must take a rout test or be removed immediately, Flight (Ignores terrain/cover), Ballsy (Df +1k0 in open - i.e. against ranged attacks)*					

WP	Weapons	R	AV	AE	AET
14	Beast Attack	-	4k3	-	-
14	Beast Attack	-	4k3	-	-
12	Nazgul Darts	18"	2k2	-	-
5	*Poisoned*				
12	Nazgul Darts	18"	2k2	-	-
5	*Poisoned*				

						Total=	**150**	150

Qty	PP	Description	T	Mv	Df	Mn	CR
1	54	Witch King on Fell Beast	C	18"	4k4	4k3	0
	17	*Terrifying (Once per game, figures fired upon, or within 6" must take a rout test or be removed immediately, Flight (Ignores terrain/cover), Ballsy (Df +1k0 in open - i.e. against ranged attacks)*					

WP	Weapons	R	AV	AE	AET
14	Beast Attack	-	4k3	-	-
14	Beast Attack	-	4k3	-	-
12	Nazgul Darts	18"	2k2	-	-
5	*Poisoned*				
5	Choose One Spell *(Multiprofile)*	-	-	-	-
14	SP: Mind of Darkness	-	4k3	-	-
15	*Control (Figure is under the control of the Witch King player for remainder of turn)*				
18	SP: Bugs! Bugs! Bugs!	6"	3k3		
10	*Illusionary Swarm (Target figure attacks closest unit on its next activation)*				
22	SP: Panic Attack	12"	3k3		
5	*Terror (Target unit makes a rout test this turn)*				

						Total=	**88**	0
Qty	PP	Description	T	Mv	Df	Mn	CR	
0	36	Lurtz	C	9"	3k2	4k3	5"	
	6	*Frenzied (Av +1k0), Tough (Df +1k0)*						

	WP	Weapons	R	AV	AE	AET
	5	Shield (Df +1k1)	-	-	-	-
	10	Sword	-	3k2	-	-
	10	Sword	-	3k2	-	-
	28	Bow	24"	3k2	-	-
	-7	*Move or Fire, Degradative Range (-1k1 for 2nd half of range)*				

						Total=	**250**	0
Qty	PP	Description	T	Mv	Df	Mn	CR	
0	96	Balrog	M	9"	6k5	A	8"	
	-6	*Obvious (Light cover=0, Hvy Cover=1k1)*						
	12	*Terrifying (Once per game, figures fired upon, or within 6" must take a rout test or be removed immediately*						
		Type M figures gain the following defensive bonus as a matter of course: all 1's become 2's						
	32	Hero Points = 8						

	WP	Weapons	R	AV	AE	AET
1	18	Sword	-	5k4	-	-
	12	*Immolation*				
2	18	Sword	-	5k4	-	-
	12	*Immolation*				
3	16	*Whip*	-	4k4	-	-
	12	*Immolation*				
4	16	*Whip*	-	4k4	-	-
	12	*Immolation*				

						Total=	**259**	0
Qty	PP	Description	T	Mv	Df	Mn	CR	
0	100	Sauron	M	9"	6k5	A	10"	
	13	*Terrifying (Once per game, figures fired upon, or within 6" must take a rout test or be removed immediately, Eagle Eye*						
		Type M figures gain the following defensive bonus as a matter of course: all 1's become 2's						
	32	Hero Points = 8						

	WP	Weapons	R	AV	AE	AET
	44	Massive Blow	-	6k5	3x	CC
	18	Mace	-	5k4	-	-
	18	Mace	-	5k4	-	-
	5	Choose One Spell *(Multiprofile)*	-	-	-	-
	14	SP: Mind of Darkness	18"	4k4	-	-
	15	*Control (Figure is under the control of the Sauron player for remainder of turn)*					
	22	SP: Panic Attack	12"	4k4		
	5	*Terror (Target unit makes a rout test this turn)*				

							Total=	**164**	164

Qty	PP	Description	T	Mv	Df	Mn	CR
1	44	Saruman	C	9"	3k2	4k3	9

15	*Charmed (Once per game, figure may re-roll one die), Ballsy (Df +1k1 in the open), Dodge (Df +1k1 in CC), Eagle Eye, Inspiring Example (May re-roll any failed rout test)*

WP	Weapons	R	AV	AE	AET
10	Staff	-	3k2	-	-
8	Knife	-	2k2	-	-
5	Choose two Spells (Multiprofile)	-	-	-	-
52	SP: Mind of Darkness	18"	3k3	-	-
30	*Control (Figure is under the control of the Witch King player for remainder of turn)*				
12	SP: Special Mission	-	3k3	-	-
15	*Adrenal Overload (Figure does not die until end of turn. It may continue to carry out actions as normal)*				
	SP: Wizard Blast	-	-	-	-
10	*Shove*				
	SP: Foresight	-	-	-	-
12	*See the Future (If player loses inititavtive he is considered to have won. If player wins initiative, he may activate two units in the first activation only)*				

							Total=	**95**	95

Qty	PP	Description	T	Mv	Df	Mn	CR
1	34	Grima Wormtongue	C	9"	2k2	4k3	6"

7	*Charmed (Once per game, figure may re-roll one die), Ballsy (Df +1k1 in the open), Dodge (Df +1k1 in CC), Slippery*

WP	Weapons	R	AV	AE	AET
10	Sword	-	3k2	-	-
8	Knife	-	2k2	-	-
26	SP: Poisonous Tongue	18"	3k3	-	-
10	*Chittering Hordes (Target unit loses next activation and immediately loses all reserve markers)*				

							Total=	**170**	170

Qty	PP	Description	T	Mv	Df	Mn	CR
1	72	Shelob	C	15!	5k4	A	0

20	*Vindictive, Infiltration, Terrifying*

WP	Weapons	R	AV	AE	AET
14	Bite	-	4k3	-	-
14	Bite	-	4k3	-	-
16	Sting	-	4k4	-	-
12	*Poisoned*				
18	Spinnarets	6"	3k3	-	-
4	*Entangling Entangling (target cannot get out of CC even if Slippery. Target's Df -1k1 while entangled. Target cannot move until weapon is used again, controller is destroyed, or controller lets them go)*				

265

Points of Renown	**0**
Points of Force	**265**

Fiction

Smigg's Choice
By Nightcrawler

"Was it the right choice?" Lieutenant Corporal Smiggs wondered. He had not immediately radioing in after encountering the infestation, but engaged and hoped to burn the mutants in their holes.

He wiped the back of his arm against his forehead in a vain attempt to remove the sweat with the already soaking appendage. A small trace of red colored his sleeve as he dropped his hand back to the steering yoke. The small arms fire hadn't been able to penetrate the windshield of is BIG WE-EL Mark IV Truck, but it had sent small fragments of plastiglass bouncing around the interior of the of the rolling death machine.

The small arms fire had taking its toll on the steel-ceramic skin of the truck. A single round, or even a hundred, could be shrugged off by the advanced armor. But these rad-rats must have a factory. The mutant rodents were sending thousands of rounds against his vehicle. His ranged weapon and communications systems had taken a couple of hits from coordinated small arms fire and were offline.

But the Centipede 2K engine poured out black smoke like the day it came of the assembly line. Smiggs was more than willing to continue to ram down the furry black bodies that dashed in front of his bumper. Their blood and slick fur caused his vehicle to jerk and shake, as the solid tires would lose then regain traction as they rolled over their corpses. The soldier knew he should pull back and regroup with his unit, but the continual attacks by the beasts fuelled his desire to continue on and kill off just one more rat before he retreated.

As the scout taking point, it was his choice.

And there was that rat. Ahead of Smiggs, the smoke seemed to part and standing boldly in the dirt road was a single rad-rat. This one was slightly taller than the others, almost the height of a normal human. He was clad in a long black coat, the front of which the creature held closed with gnarled claws, as if attempting to keep out a winter wind. The beast's head was bent down and its exposed fur flared red against the fires that burned around it, fires that Smiggs had started before his weapons had been taken out.

With a push of the yoke and a cloud of soot, Smiggs urged the truck even faster. The distance between the man-rat and the death machine closed. The rat looked up and locked eyes with Smiggs as the vehicle sped forward. Smiggs was so mesmerized by the enemy's large golden eyes, he barely noticed the creature opening his coat and the small steel platters slipping to the ground.

Landmines.

Smiggs pulled back on the yoke and the heavy metal beast skidded on it's slick treads. The strange rat bounded gracefully over the truck and down its backside as the vehicle passed over his position. The machine's frame shook slightly as small thud sounds emanating from the floor. Smiggs shuddered as he heard each one, hoping just to keep moving forward.

One last thud was followed by a terrible grinding noise. The truck listed to one side and stopped moving forward. Smiggs pushed forward on the yoke, but the vehicle's only response was to a whirling sound and black smoke. It had lost a wheel.

The man-rat reappeared in front of his vehicle surround by dozens of the shorter rad-rats

bearing small wooden clubs. They swarmed around the vehicle, pounded at it feebly with their tiny sticks. Smiggs grinned. By the time they were able break through the armor to the crew compartment, the rest of his team would reach the area. He had failed in his scouting mission and would be reprimanded, but he'd live.

Smiggs listened and grinned as the creatures' wooden clubs thump lightly against the steel hide. The grin faded as Smiggs noticed the Big Flame Butane 2A Issue lighter in the rat-man's claw. The rats hadn't been banging clubs against the vehicle. They had been stacking firewood. The large biped rat lit the torch.

Rad-rats prefer their meat raw, but pot roast would be a nice change.

The choice of which was up to Smiggs.

Fiction
NEGROMUNDHEIM
By Sylvain

Year 204 After the Meteor

From the ashes of the cataclysm rose lost and despaired survivors. The period which is referred to as the dark age of Negromundheim is the one when those poor souls founded new social groups – more often than not in bloodshed.

That period is now over and from the multitude of tribes and city-states, several factions have now established a considerable area of influence, at least according to local standards.

Founded, supported and secretly managed by the Philanthropic Space Guild of the Benevolent Merchants, the Corporation is a major power on Negromundheim. Its aim is to establish a commercially viable bootlegging installation for all sorts of not-so-ethically-defendable trades on that land of anarchy. Colonel Steiner is the officer supervising diplomacy & military operations.

They are challenged by Sultan Sahal Bin Yul, a wealthy lord who saw in Negromundheim the same commercial opportunity, and sent his own military forces to colonize land, creating the City of the Star & the Moon.

The rotten Circle of New Mankind has become a new force on the face of Negromundheim since evil Rabbi Jacob Silberstein federated many of the filthy mutant mobs crawling on its surface. Known as one of the most talented demagogues and propagandists, and suspected of being himself a mutant psychic, Silberstein has claimed the planet as the mutants' since he federated them.

The CNM is however not to be confused with the Happy-Friendly Non-Human Union, which regroups so-called "pacific" extra-terrestrial settlers, who claim they are a commercial organization. Yeah, right. The Neo-Soviets Empire was built following the ever-successful principles of National-Communism: brutality, brainwashing and opportunism. The Neo-Soviet war-machine has developed into one of the most impressive and efficient forces under the rule of Kommander Bigov Dickov.

Although it is now but a mere shadow of its former self, the Empire is still a force to be reckoned with – not as much because of its numbers, which are very limited, as because of its impressive technology and military organization. The Empire, after they deserted the planet and abandoned the population to what was supposed to be total annihilation, are far from being popular, to say the least, so they always try to act unnoticed or to intervene through mercenary forces. The New Dawn League, ideologically, if not militarily dominated by the Sons of the Zwastika, is dedicated to the extermination of all that's not true-mankind – a notion which they define very flexibly. The filthy Mutants, of course, as well as the Neo-Soviet mongrels are much hated among the league, although some of its leaders don't hesitate to use similar means.

Lost among those rising empires, the Free Peoples of Negromundheim are a federation of tribes and independent cities who want to keep away from any of the major powers of Negromundheim.

In the opposite, mercenary corps flocked towards Negromundheim as they saw in this war-torn planet an opportunity not only to make money, but to establish a settlement in its solar system with relatively little trouble (considering they are often outlawed elsewhere, and there is no law on Negromundheim). Many mercenary companies

therefore have garrisons or just representatives on Negromundheim, which is considered a mercenary market by outsiders.

There are still, however, some yet-unexplored areas on Negromundheim; for those factions, though they control most of the known land, are still far from being what common sense would call "impressive forces" and still have limited transport and exploration capacities. That's why it would be an illusion to claim perfect knowledge of the planet, all the more as new armed groups or even races emerge regularly, like the dreaded Turnids from the Dark Forest, or Dr Stein's strange creatures.

Oddz & Endz

By Dances with Emutants

Well originally I had planned on some new artwork for this issue's cover from a new game that was under development called Soldat.

If you read The Miniatures Page .om (TMP) on a regular basis, then you know that this game was supposed to license the WarEngine. And as you can imagine we had gotten very excited about this here at The Remnants.

However recently there have been a few problems from the designers in regards to casting and other problems. This has caused a delayed in the game. And as you have no doubt also heard on TMP the game was going to be delayed even further. Then of course BME (Big Mean Elf) got himself banned from TMP, and he was one of the co-creators and sculptors for this game.

Now I have gotten some more bad news as the game itself will not be produced using the WarEngine license. That is not unless something drastic happens. The game may finally see light of day, I just don't know when, and most likely not as a WarEngine licensed product. At least we can still hope for it anyways.

Dances out!

CREDITS PAGE

This is where we want to take a few lines and give credit where credit is due.

The rules do live on. Dark Tortoise has taken up the reigns and, hopefully, we will see some new products very soon. Visit them on the web at http://www.DarkTortoise.com.

For our sixth issue we would like to thank the following folks.

Sylvain – Iron Dream, and Negromunheim Fiction.

Tonsha – LOTR Conversion.

Nightcrawler – Fiction – Smigg's Choice.

LeXan – Advertiser – Ebay Shockforce Warehouse

Joe Conejo – Advertiser – All Fronts Armor Depot

WarEngine on the Web

Please frequent the following sites on the internet for more info on WarEngine and ShockForce.

http://www.darktortoise.com/ - Dark Tortoise Web Site

http://www.geocities.com/MotorCity/Garage/8226/minis.html - This is The Dragon's Page

http://www.voicenet.com/~johncrim/Marines.html - Aliens in SF

http://www.geocities.com/Area51/Hollow/9428/index.html - Quzybuk's Page

http://www.angelfire.com/or/ShockForce/ - Seventh Omen

http://www.geocities.com/nightcrawler51/ - Nightcrawler's Page

http://home.sprynet.com/~graylg/index.htm - Viper's Page

http://zugrub.chez.tiscali.fr/negromundheim/index.html - Negromunheim

Until next time, **PLAY THE GAME!**